

# D I P L O P H O B I A

THE GAMESLETTER Diplomacy Games Supplement, --- Member, IDA, PDC --- Issue # 108  
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QFC (Regular Diplomacy Game #25) -- LAST GERMAN UNIT ANNIHILATED AS ITALIANS  
TAKE SWEDEN! TURKS EVACUATE FINLAND, CONSOLIDATE LINES!

WINTER, 1916 Builds -- ITA (Calabria): (B) A Rom; (B) F Nap.

SPRING, 1917 moves --

GER: (D. Beyerlein) -- A Swe (H) (A).

ITA (Calabria) -- F Nwy-Swe; F Den (S) F Nwy-Swe; F NtS-Nwy; F Bot-Fin; F Mid-Nat; F Naf-Mid; F Tun-Ion; F Tyn (S) F Nap; F Nap (H); A Ven (H); A Pie (S) A Ven; A Tus (S) A Ven; A Rom (S) A Ven; A Bur-Mun; A Ruh (S) A Bur-Mun; A Kie (S) A Bur-Mun; A Hol (S) A Kie.

TUR (Rosamilia) -- A StP-Mos; A Fin-StP; A Pru-Lvn; A Ber (S) A Mun; A Mun (S) A Ber; A Sil-Pru; A Boh (S) A Mun; A Vie (S) A Tyo; F Apu-Ven; A Tyo (S) F Apu-Ven; A Tri (S) F Apu-Ven; F Adr (S) F Apu-Ven; F Ion (H); F Alb (S) F Ion; F Gre (S) F Ion; A Bud-Gal.

Propaganda --

Ankara -- To all the fleets at sea: In any event, Naples in September is lovely. Don't miss it,

Platypus Heaven -- Well, Constantinople, not yet. He has 17, and will build to match it, right? Pie, Rom, & Tus S Ven; Tyr S Nap; and Tun-Ion locks the South, right? Then you see A Hol in Nwy with GER S and Bot-StP or Fin in the Spring seasons, until you guess wrong and he gets in. Nwy-Bar; then TUR loses StP and Fin. Or, ITA can double-cross GER and order the capture of Swe, because even if TUR gets Nwy, it's grievously temporary. So, 18 or 19, a clear majority, are readily available to ITA, either with or without German assistance. Right now, there's also the alternative of putting Hol into Den, and Den-Bal finishes another way to do the lock. After all the trouble you've caused me in setting this up again, can you expect me to apologize? Cheers, though. If the old rules apply, it'll take 18 units, which will be rougher--maybe impossible. But then, our currencies will be about the same, right? But--I didn't mean to insult you--I think you're doing fine.

GM Note -- Yes, the victory criterion for this game is 18 units at end of Winter season, rather than 18 supply centers or majority of units; this was the choice of the players a while back when the new Rulebook came out, and we asked them to vote on which criterion they wanted, on a game-by-game basis. There may be a way for ITA to work it out so he'll eventually be able to build that 18th unit--we have not looked at all the possibilities, and would not say if we had, as this would constitute GM interference. But it will not be easy, and will most probably involve some risk-taking that could result in an absolute 17-17 draw or even in a possible TUR victory. We will leave it up to Calabria and Rosamilia to play it out for as long as either believes he has a chance for victory, or to declare a draw when both agree that this is the most probable result. Either way, it has been a fine, well-fought contest, and Rosamilia in particular deserves commendation for his tenacity in the face of almost certain defeat. ## With the above propaganda, the sender told us not to print it if we thought it undue interference with the game. Had Calabria not done virtually what the sender recommended, we would have at least hesitated before publishing it. However, there is absolutely nothing (except the pride and honesty of the players) to keep any recipient of DIPLOPHOBIA from writing or calling any of the players in a game and recommending a certain course of action. In the case of this game, the presence of a Bourse provides a "selfish" motive for the Bourse players--for them to attempt to influence the course of the game so that the player in whose currency they have invested comes out on top--and provides a possible negative argument for the Bourse idea. (But, then, readers can always wager on the side....) Comments, anyone?

QFC Diplobourse -- BOURSE QUIET AGAIN, AS ONE PARTICIPANT DISAPPEARS; OTHERS  
RUN OUT OF LIQUID ASSETS!

QFC (Continued) --

No action in Bourse for Session 44. The Board at end of S'17: Cr, .00; Pd, .00; Fr, .00; Mk, .10; Li, 2.13; Ro, .00; Pi, 1.24. (Prices given are selling prices.) Next statement of individual holdings next issue (such statements are published every five sessions). ## No word whatsoever has been received from George Schelz, so he is out of Bourse. Brenton Ver Ploeg will continue, so Bourse is still active.

Deadline for Session 45: Wed., March 7.

Deadline for F'17 moves (No SUM retreats) -- Noon, Thurs., March 8.

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QGC (Regular Diplomacy Game #26) -- TURKEY TAKES MUNICH, IS STOOD OFF ELSEWHERE AS ENGLISH, FRENCH CONTINUE MANEUVERING TO SET UP SOLID FRONT!

WINTER, 1912 Builds -- FRA (D.Cochran): (B) A Par; (B) A Bre.

SPRING, 1913 moves --

ENG (Naus) -- F Bal-Pru; F Hel (H); F NtS (C) A Nwy-Den; F EnC (C) FRA A Bre-Bel (FRA A Bre NSO); F Mid-Naf; F Ber (H); A Lvn (S) FRA A War (FRA A War OTM); A Mos (S) FRA A War; A StP (S) A Mos; A Nwy-Den.

FRA (Cochran) -- A Mar-Pie; A Par-Bur; A Bre-Pic; A War-Sil (H.R. #41); A Ruh (S) A Mun; A Mun (S) A War-Sil (A Mun D (Kie, o.b.)); F Tyn (S) F Tun; F Tun (S) F Tyn; F Lyo (S) F Tyn; F WMe (S) F Tyn.

TUR (Tonnesen) -- A Pie-Mar; F Tus-Tyn; F Ion (S) F Tus-Tyn; F Rom (S) F Tus-Tyn; F Nap (S) F Tus-Tyn; F Adr (S) F Ion; A Sil-Mun; A Boh (S) A Sil-Mun; A Tyo (S) A Sil-Mun; A Tri-Bud; A Vie-Gal; A Gal-Sil; A Ukr-Mos; A Sev (S) A Ukr-Mos.

Propaganda --

The Desert Poppy -- The Royal Army has sent a challenge to the Turkish fleets. It reads, "We have taken Munich, now you take the Tyrrhenian Sea in Fall '13."

Paris -- Two new armies have been raised from our war-tired people, who vow to never say die.

Deadline for SUM '13 retreat (FRA: A Mun) & F'13 moves -- Noon, Thurs, 8 March.

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QHC (Regular Diplomacy Game #27) -- ITALIAN FLEET GOES DOWN IN FIERCE NORTH ATLANTIC STORM, RUSSIANS ADD TO NAVAL STRENGTH IN NORTH!

AUTUMN, 1911 Retreat -- FRA (Calabria): F Mid (R) Por.

WINTER, 1911 Builds/removals -- A-H (Power): (B) A Tri; (B) A Bud; ITA (Tonnesen): (E) F Nat; RUS (A.Miller): (B) F StP(NC).

Positions at end of W'11 -- A-H: A's Sev, Ukr, War, Bud, Vie, Boh, Tyn, Tri, Mun, Ven; F's Ion, Tun, Apu, Lyo (14; 1 short next year); ENG (Phillips): A Lvp (1); FRA: A's Gas, Mar, Spa, Edi (5); ITA: F's WMe, Mid (2); RUS: A's Mos, Lvn, Sil, Ber, Ruh, Hol, Bur; F's Bel, Pic, Bre, StP(NC) (11).

Propaganda --

Moscow -- "The Voice of the Bolsheviks" expressed indignation at the news of the traitorous attack of the Czar against the French comrades. It was conceived in cold blood a long time ago, they commented. Look at the Winter 1909 build of a fleet in Leningrad (pardon, it is still St. Petersburg)--there is the proof of the treachery of the Czar and his running dogs. The other rulers of Europe will remember that in the future. How about an October revolution?

Oracle -- Apart from that nonsense about Russia having a chance of winning after France attacked Calabria don't you mean after ITA hit A-H?--GM? (there was method in saying that) everything else I said was true. However, after Russia was foolish enough to attack France, all bets were off.

Deadline for SPRING, 1912 moves -- Noon, Thurs., March 8.

Cops! Missed a bit of propaganda: (Sorry about that!)

Geneva -- No wonder Miller never won a game!

Geneva -- . . . highly intelligent Czar? . . .

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QIC (Regular Diplomacy Game #28) -- FRANCE SCUTTLES NORTHERN FLEETS, GIVING CONTROL OF OCEANS TO GERMANY!

WINTER, 1909 Builds/removals -- FRA (Tonnesen): (E) F EnC; (E) F NAT; GER (Ackerman): (B) F Kie; (B) A Ber; ITA (Beyerlein): (B) A Ven; (B) A Rom. Positions at end of W'09 -- FRA: A's Bur, Mar, Bud, Gal, Rum, Alb; F's Tun, Spa(SC), Apu (9); GER: A's Gas, Bel, Ruh, Mun, Boh, Ber, War, Mos, Lvn; F's Nwg, NtS, Lon, Kie (13); ITA: A's Rom, Ven, Gre, Vie; F's Tri, Nap (6); RUS (Naus): A Arm (1); TUR (Boyer): A Ser; F's Bla, Aeg, Ion, Tyn (5).

#### Propaganda --

France -- Doug: First you said you just wanted to finish. I believed you! Then you say you just want a tie. If I believed you, next you might say you just want to win! I know I can count on Germany to tell me the truth. I really thought you would.

Germany -- Down with aggression! This was the message of the great multi-national conference which ended last night. Germany made a fitting final speech, as the host nation, by saying that our only aim in international diplomacy was to see that all nations could live in peace and harmony. To this end we are freeing the subject nations of Europe from their shackles imposed by imperialistic expansionistic warmongers. Soon the banner of freedom will wave over these unfortunate countries, and they will work together under our expert leadership to form the Greater Regional Alliance of Subject Peoples (GRASP).

Paris -- True to the French spirit, when faced with an overwhelming German force we bow down and beg for mercy. We French have no desire for bloodshed. Let the foreign legion fight on; in the homeland we surrender to the Germans. All other units fight the Italian and Turkish forces until out allies the Germans can take over from our troops.

Spectator -- It seems fairly obvious that Germany will win. (However, France is yet alive and kicking.) The interesting point of dispute is: who will end second? Italy seems the best bet here, with the forthcoming battle between her and Turkey resulting in Italy's favor. Should Turkey strike now or later? Should she be satisfied with third place? Should she enlist the aid of the remaining Russian unit or make hay while the sun is shining? Should I stop now?

Deadline for SPRING, 1910 moves -- Neon, Thurs., 8 March.

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#### The Players --

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 Tonnesen, Mark (G,H,I) ... 13514 Wood St., Woodbridge, VA 22191. / (609-452-7259)  
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 @Subscriber \*Via Air Mail #Trader (resp., for ADAG, SHAAFT, PLATYPUS PIE)

Other Traders -- (receive both TGL & DPBA, unless otherwise stated) --

Boardman (for GRAUSTARK); Buchanan (HOCSIER ARCHIVES); Calhamer (HYPERMODERN; DPBA only); Feron (MOESHOESHOE, et al); Games Research (Complimentary Copy; DPBA only); Labelle (ANTARES & PELLUCIDAR); Von Metzke (COSTAGUANA, et al).  
 (Phillips receives both TGL & DPBA, as does Naus; Ver Ploeg receives DPBA only.)

Other Subbers -- (each issue of DPBA received counts as one issue on TGL sub) -- Alderson; Hull (receives all issues by virtue of his having purchased last avail. complete set of all Miller Dippyazines, rather than as TGL subber); possibly Verheiden (will confirm this by next issue).

Replacement Players -- QFC, None; QGC: Beyerlein; QHC: Naus, Beyerlein; QIC: None. No replacement moves due next issue.

The Gamesmaster -- Don Miller, 12315 Judson Road, Wheaton, MD 20906 (Ph: 301-933-5417; call only Mon. or Thurs. between 9 & 10 p.m., EST).

Miscellaneous -- Believe it or not, the GM goofed badly this issue--he forgot, for the first time in his Gamesmastering career, a deadline! (Time to hang up our pencil....) For some reason, we had the 20th fixed in our mind as the deadline for this issue instead of the 13th. It wasn't until Don Cochran asked about the 'zine at yesterday's Balticon that we realized our error. (Not that it would have made too much difference if we had remembered--this has been one of the more hectic weeks of the past several years: we ran off the remainder of THE WSFA JOURNAL #81 on Tues., collated it on Wed., worked (unexpectedly) overtime at the office Thurs. and Fri., and attended the Balticon Sat. and today.) We will be placing this issue in the mail on Monday, Feb. 19 (hopefully, we can find a mailbox which will be emptied on this holiday; the one across from us is skipped on holidays, weekends, and sometimes during the week). To compensate for this oversight, we have moved the deadline for next issue up to Thursday. Hope this will allow all of you sufficient time (it is essentially the same as when we used to sometimes get the 'zine out on Sat. or Sun., and kept the deadline at Tues.). If the delay causes anyone any serious problems, let us know. Future deadlines will return to Tuesdays. ## Many of the Variant game rules and maps which were previously published in DIPLOMANIA and FANTASIA are being revised, and new rules and maps will be published in THE WSFA JOURNAL and/or THE GAMESMAN (and possibly, after DIPLOPHOBIA games have been completed, in a revived and highly irregular DIPLOMANIA). There will also be several new games included with the reprinted/revised ones. More on this in future issues as plans develop. ## We are still working on DIPLOPHOBIA #105; because our publisher goofed and ran the wrong pages back-to-back, we are going to have to prepare two additional pages for #105, and spin off two of the pages formerly intended for that issue. The spin-offs will eventually be distributed with DIPLOPHOBIA. ## We will not run any games in THE GAMESLETTER; that magazine is much too crowded now, and the general material (reviews, etc.) in TGL is scheduled to increase (to pick up the slack between issues of THE GAMESMAN). If we run any games in the future, they will be run in small 'zines (two pages, most likely) devoted only to the games themselves, sent out as supplements to TGL (like the current incarnation of DPBA) and SON OF THE WSFA JOURNAL (SF/Fantasy-related games, such as 4,000AD, Middle-Earth games, etc.) (probably as a new incarnation of FANTASIA). This will be decided once we get the promised offset and see how this affects our eye problem and whether it saves us any time or not.

--DLM

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TO:

HULL (T)

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